

What is claimed is:

1. A health-education board game comprising:
a game board having
a path between wellness and sickness with color coded spaces and specific spaces representing health complications and improved health indicators,
a starting area at the midpoint on the path between wellness and sickness, and
a card area;
a plurality of game pieces for marking a player's position on said path; and
a plurality game cards, each game card depicting health-related content and having a color-coded figure relating to the color-coded spaces on the game board path,
wherein at the beginning of the game, one of said plurality of game pieces is placed in the starting area for each player and said plurality of game cards is placed in a stack in said card area,
wherein each player takes turns drawing one of the plurality of game cards, looking at the game card, evaluating whether the game card depicts wellness or sickness, and moving the game piece representing that player to the next colored space on the game board path corresponding to the color-coded figure on the game card.
2. The health-related board game of claim 1 wherein said game cards have large print.
3. The health-related board game of claim 1 wherein said game cards have health-related images.
4. The health-related board game of claim 1 wherein said board game has a theme relating to a specific health-related condition.
5. The health-related board game of claim 4 further comprising:
special spaces on said game board path relating to specific health complications and improved health indicators; and
special game cards relating to specific health complications and improved health indicators and corresponding to said special spaces on said game board path.
6. The health related board game of claim 5 wherein said special spaces relating to health complications and improved health indicators correspond to said theme relating to a specific health-related condition.
7. The health-related board game of claim 4 further comprising:
spaces on said game board path representing smoking and quitting smoking,
wherein a player landing on said space representing smoking advances

additional spaces towards sickness, and conversely a player landing on said space representing quitting smoking advances additional spaces toward wellness.

8. The health-related board game of claim 4 wherein said theme is diabetes.
9. The health-related board game of claim 4 wherein said theme is cardiac care.
10. The health-related board game of claim 4 wherein said theme is high cholesterol.
11. The health-related board game of claim 4 wherein said theme is cancer prevention.
12. The health-related board game of claim 4 wherein said theme is cancer care.
13. The health-related board game of claim 4 wherein said theme is obesity.
14. The health-related board game of claim 4 wherein said theme is prenatal care.
15. A health-education board game comprising:

a game board having

a theme related to a specific health-related condition,

a path between wellness and sickness with

color-coded spaces,

special spaces representing health complications and improved health

indicators, and

spaces representing smoking and quitting smoking,

wherein a player landing on said space representing smoking advances additional spaces towards sickness, and conversely a player landing on said space representing quitting smoking advances additional spaces toward wellness,

a starting area at the midpoint on the path between wellness and sickness, and

a card area;

a plurality of game pieces for marking a player's position on said path;

a plurality of game cards, each game card depicting health-related content, having large print, a health-related image, and a color-coded figure relating to the color-coded spaces on the game board path; and

a plurality of special game cards relating to specific health complications and improved health indicators corresponding to said specific spaces on said path,

wherein at the beginning of the game, one of said plurality of game pieces is placed in the starting area for each player and said plurality of game cards is placed in a stack in said card area,

wherein each player takes turns drawing one of said plurality of game cards, looking at the game card, evaluating whether the game card depicts wellness or sickness, and

moving the game piece representing that player to the next colored space on the game board path corresponding to the color-coded figure on the card.

16. A method for playing a health-education board game comprising the steps of:

assembling a plurality of players;

placing a plurality of game pieces within a starting area on a game board, each game piece representing a player,

said game board having a path between wellness and sickness with color-coded spaces ;

placing a plurality of game cards within a card area on said game board,

each of said plurality of game cards having a health-related image and a color coded figure corresponding to said color-coded spaces on said game board; and

taking turns for each of said plurality of players,

drawing one of said plurality of game cards;

looking at said game card and evaluating whether the health-related image depicts wellness or sickness;

moving said game piece representing said player to next colored-space on said game board path corresponding to the color-coded figure on said game card in the corresponding direction to health-related image on said game card.